



## INTRODUCTION

STE(A)M Truck is a rigorous, experiential learning-based curriculum, brought to life with community expertise using advanced tools and technologies. STE(A)M Truck’s staff of “maker-mentors,” engineers, technologists and local artists, along with “traditional” educators – work closely with youth; and together, they tackle real problems, design solutions, and build things. Over the course of our in-school program, students and their teachers, learn the design thinking process, develop a sense of self-efficacy as they create their own solutions and apply subject matter standards with real world applications. More importantly, our work impacts educators, who become inspired by the experience, view student competencies differently, and—depending on the length of engagement—build capacity to implement similar instructional concepts and methodologies into the classroom once we drive away. The core program provides 600 hours of onsite expertise directly to a school campus.

## VALUE PROPOSITION

- Providing targeted support (staff, tools and technologies) directly to schools
- Educator-developed curriculum
- Integrates STEM standards with hands-on experiential learning
- Aligns and supports GADOE STEAM certification continuum

## STE(A)M TRUCK METRICS TO DATE:

INTERVENTION FOR STRUGGLING LEARNERS	TEACHER EFFECTIVENESS	SCHOOL CLIMATE AND CULTURE
<p data-bbox="115 1052 545 1163"><i>non-cognitive skills: optimism and zest, grit and perseverance, curiosity, teamwork and collaboration, gratitude, focus and self-control, creativity and innovation</i></p> <p data-bbox="110 1205 480 1241"><b>Years 1&amp;2: student pull out</b></p> <p data-bbox="123 1266 496 1367"><b>89%</b> Overall increase in non-cognitive skills as (student surveys)</p> <p data-bbox="118 1394 472 1495"><b>93%</b> Overall increase in non-cognitive skills (teacher surveys)</p> <p data-bbox="110 1524 535 1560"><b>Years 3-5: classroom integration</b></p> <p data-bbox="123 1585 475 1686"><b>82%</b> Overall increase in non-cognitive skills (teacher surveys)</p>	<p data-bbox="630 1062 980 1115"><i>self-reported by teachers post-STE(A)M Truck programming</i></p> <p data-bbox="605 1188 1018 1289"><b>89%</b> Enhanced understanding of how to integrate STEAM instruction</p> <p data-bbox="602 1360 1024 1495"><b>94%</b> Demonstrated ways to integrate multiple content areas along with the main content area of instruction</p> <p data-bbox="605 1560 989 1694"><b>76%</b> Teaching practice changed to incorporate activities that align to 21st century learning</p>	<p data-bbox="1122 1062 1479 1115"><i>self-reported by students post-STE(A)M Truck programming</i></p> <p data-bbox="1081 1188 1516 1260"><b>68%</b> Reported that they felt listened to by their mentor</p> <p data-bbox="1084 1367 1446 1438"><b>57%</b> Reported persevering through challenges</p> <p data-bbox="1084 1549 1503 1684"><b>63%</b> Reported they were better able to disagree with others without starting an argument</p>

## CHALLENGES/CALLS TO ACTION

- Need for additional support in helping schools/districts easily budget and utilize Title I, II and IV dollars
- Assistance with strategies and processes to better align school-wide goals (ie STEAM Certification) with our offerings
- Finding better leading indicators. What are the best ways to determine our intended outcomes in the three areas above?

STE(A)M Truck’s mission is to close opportunity gaps and provide lifelong opportunities by transforming teaching and learning through an experiential maker approach that brings together youth and adult learners within collaborative communities.